

Sajad Sabouri

Data Scientist

✉ sajad.sabouri.1996@gmail.com

+98 902 16 17 461

[LinkedIn](#) [Github](#)

Data scientist with 5 years of experience in a variety of AI applications, including optimization, prediction, dynamic pricing, KYC, and LLMs.

Skills

Expert Python AI Developer

Machine Learning

Big Data Analysis With PySpark

Image Processing

LLM Fine-tuning

Revolutionary/Classic Optimization

RabbitMQ, Docker, Elasticsearch, Flask, Kubeflow, Airflow

Experience

Rayankar

Senior AI Developer

2023 Jun - Current

Netherlands - Remote

- Developed Know Your Customer (KYC) as a service for Rayankar company with almost 90% accuracy at first MVP.
- Authentication process included 4 main AI services, leveraging image processing, audio processing, and text processing techniques:
 - User face 3D scan,
 - ID document OCR with support for 3 languages at 7 different documents,
 - ID verification,
 - Speech recognition with support for 2 languages.
- Fine-tuned RedPajama LLM (3B-parameters, Instruct version) for a classification problem with up to 94% accuracy, and 91% recall on the most critical class.
- Leveraged Kubeflow and KServe to deploy GPU-hosted models, scaling efficiently to handle more requests and cutting operational costs.

3Click

AI Team Lead

2022 Nov - 2023 May

Iran, Tehran - On Site

- Led a 4-member team of professional AI developers on 2 main projects:
- Dynamic pricing project based on "Pricing and Revenue Optimization" book, Robert L. Phillips, for 20 travel routes (products), according to holidays, distinct events, 2-year travel history, ETA, and airlines supply for sources and destinations.
- Developed flight and hotel recommendation systems for enhancing user experience and increasing user retention.

3Click

Data Scientist

2021 Nov - 2022 Oct

Iran, Tehran - On Site

- Optimized near-real-time data synchronization process lookup table to reduce server load by 12%.
- Developed a model to predict number of sold flight tickets for up to 50 routes, for a 2-week prediction horizon, and 70% accuracy (with 10% accepted error).
- Developed a model to analyze COVID-19 peaks for the year of 2022. Unfortunately, the model lacked enough quality data to generate valuable insights.

Robit-co Data Scientist

2021 Mar - 2021 Nov
Iran, Tehran - On Site

- Developed a variety of novel ideas for the sake of maximizing win-rate/profitability by generating real-time trading signals. This project was developed for 9 months and paused temporarily at Christmas 2022.

Rayan Sazeh Data Scientist

2020 Jun - 2021 Nov
Iran, Tehran - On Site

- Developed two main projects at Rayan Sazeh:
 - Dynamic self-organizing code documentation module,
 - Structure design optimization engine.
- Code documentation module comprises code parsing and auto 2D UML diagram generation. For auto diagram generation, I designed an innovative AI engine that arranges UML blocks in a way that developers would get the most out of it.
- Optimum design engines were developed based on my own optimization algorithms, which have resulted in promising, near-optimum solutions for structural design problems.

My Apps

Rentina-co.ir

- Rentina is an intelligent real estate consultant which helps people who are looking for a house in Tehran, Iran. Rentina analyzes rent cases in all Tehran neighborhoods to find each neighborhood characteristics.
- For now, Rentina is able to recommend neighborhoods according to user budget, marriage status, and having pets or not. You can take a look at Rentina web application at: <https://rentina-co.ir>

FotLeague.ir

- YourCampaign is my new web application which I am working on currently. This application would provide all soccer events in more than 100 leagues across the world. Users can create their own set of soccer matches in a campaign to compete against each other in a prediction tournament with fun features.

Gaming

My Ideas

I believe there is plenty of room to develop creative games leveraging AI. I'm working on two main ideas to do this:

Treasure Hunt: A 2D game at which there are two groups of agents: "Hunters", and "Protectors". Hunters look for the treasure to hunt it. They would return the treasure to their shelter afterwards. Protectors try to protect the treasure and capture the hunters. The player has to place hunters at the correct position, at the best time and with the appropriate level of greediness to increase the chance of hunting treasure without being captured by protectors. The entire mechanisms of movement are implemented leveraging AI. Watching a smooth simulation of players moving intelligently across the map could be an entertaining experience of pursuit for gamers. I have added the link to see a very basic simulation of such idea: [Link](#)

Pack It Fast (Racing Against AI): Solving puzzles is always fun, but what happens if you have an artificially intelligent player, racing against you to complete the puzzle faster than you? I have an idea to develop auto-generated puzzles at which the player would try to solve puzzles that AI is trying to solve as well. I believe this is pretty entertaining to compete against AI to solve a puzzle faster. I would love to discuss this idea with gaming studios to use their consult. Here is a presentation of how AI solves the puzzle: [Link](#)

Education

- Master of Civil Engineering 2019 - 2022
 - University of Tehran
- Bachelor Of Civil Engineering 2015 - 2019
 - University of Tehran

Languages

Persian - Native

English - Professional